

Iowa
High School
Clay Target
Association
Handbook
2009

TRAP

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SECTION I ORGANIZATION OF THE IOWA HIGH SCHOOL CLAY TARGET ASSOCIATION

The purpose of the IHCTA is to promote and govern the sport of high school trapshooting throughout the state.

A team consists of five individuals from the same school shooting on the same squad. The team may have members from other schools as long as the schools already share [two or more] other sports programs. Schools may field multiple teams and schools not able to field an entire team will allow individuals to shoot in the league for individual awards only. The league supports a no-cut policy meaning any eligible shooter will be allowed to participate. Verification of school enrollment will be the responsibility of the team's coach. Team scoring will be based on the cumulative five scores for a given team on the same squad from the same school. To combine teams from different schools at any point in the league is a violation ("cherry-picking") and will result in the disqualification of the team.

Constitution and By-Laws

To be established

Executive Committee

The Executive Committee consists of a President, Vice-President, Secretary/Treasurer and Chairpersons for each of the established committees for the organization. At present those committees are: Safety, Rules, Shoot Coordination and Coaches Certification. Additional committees may be formed as needed.

2008/2009 Rules Committee Members

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SECTION II

RULES OF CONDUCT OF AN IHSCTA TRAPSHOOTER

Each head coach will be furnished a copy of these Official Rules and it is assumed each coach and shooter will read and understand each rule. Any topic not covered by these Rules will defer to the Official Rules of Trapshooting as established by the Amateur Trapshooting Association.

1. By entering the competition, every contestant agrees to accept all official decisions and abide by these Rules.
2. All persons including competitors, referees/scorers and trap personnel must wear appropriate eye and hearing protection while on the trap field. Failure to comply may result in disqualification. [ATA Rules, page 18, Para. 16]
3. Movement and exposure on the line or on adjacent traps should be kept to a minimum. At no point should a contestant, coach or trainer become an observable distraction with the exception of a coach resolving a safety issue.
4. All guns used by contestants MUST be equipped, fitted and utilized as to not to eject empty shells onto the ground. [As an example, shell catchers are required for all semi-automatic shotguns.] Failure to comply will result in a warning for the first violation and disqualification for subsequent violations.
5. Picking up empty shells that have hit the ground while shooting or between post changes is prohibited.
6. Use of a vest or shell pouch is required. If a live round is dropped, it should be retrieved at the next post change, if possible.
7. Only closed-toed shoes are allowed.
8. Only pants without holes shall be worn.
9. Only shirts with sleeves are allowed.
10. If wearing shorts, the shorts must be no shorter than 2 inches above the knees.
11. All contestants must comply with the Code of Conduct established by their respective high schools.
12. Guns will be carried with the barrels down with actions open and empty.

13. Each participant must shoot a total of 300 targets to be eligible for Iowa All-State team and/or individual awards. The target requirements are as follows:

- 200 league targets shot at Invitationals [or multi-school events]
- 100 Iowa High School State Shoot

All targets shot during the course of the season are to be submitted to the Coordinator. Only the top 200 scores per competitor will be counted as part of determining team or individual awards. Practice scores do not count towards target requirements and must not be submitted for consideration. Invitational targets must be shot at a minimum of four separate events.

Iowa All-State awards will consist of the top 6 teams and 6 individuals for both male and female.

14. At least half of the 200 electronic league targets must be shot away from the team's home range.

15. Please be aware that participation in any form of gambling or Lewis class award system **IS** a conduct violation which may result in disqualification. At no time may any student accept an award for which the value exceeds \$25.00. At no time may any student accept an award of money or in the form thereof. A student may accept a statuette trophy, plaque or cup as long as the award does not exceed \$25.00 in value. Any trophy in excess of the \$25.00 limit must be awarded as a team recognition and becomes property of the respective school.

16. The ISHCTA supports participation in the SCTP program. Separate trophies are available for those who choose to participate.

17. For the purposes of the IHSCA, an event is defined as a 50-target meet or invitational. Therefore, the 25 targets shot at the 16-yard line and the 25 targets shot at the 19-yard line would be considered sub-events.

18. Each student must have participated in at least three practices prior to shooting in their first invitational, dual, triangular meet of the season.

19. **No alcohol or tobacco** is to be used or available on the premises during a competition or practice. Note this applies to coaches, students, parents, volunteers, etc. that are present during a competition or practice.

Section III Conducting a Shoot

A. Checklist for the Shoot

1. Invitational shoots must be between two or more teams with different coaches for each team and represent two or more different schools. All invitational shoots will utilize a 50 target format with 25 targets shot from the 16 yard-line and 25 targets shot from the 19 yard-line. Invitational targets must be shot at a minimum of four separate events.

2. Competition dates are to be submitted to the DNR Shooting Sports Coordinator [hereafter referred to as Coordinator], 14 days prior to the event for the purpose of certifying the event. All certified events will be posted on the website within 7 days of submission.

3. For the purposes of awarding individual and team trophies, only competitions that have been posted on the website will be considered. The official website is on the Shooting Sports pages found at www.iowaDNR.gov under the Law Enforcement section.

4. All scores for teams and individuals must be submitted on the approved form available from the Coordinator and be received by the Coordinator within 7 days of the conclusion of the event. The Coordinator will then have scores posted within 14 days of the event.

5. As a courtesy, team coaches are strongly urged to send written notification [i.e., e-mail] to the host team its intention to participate, along with an estimate of the number of participants/squads two weeks prior to the event.

B. Follow-up Duties

1. Following the conclusion of the shoot, it is the responsibility of the host club management to submit the required forms to the Coordinator within **7 days** of the conclusion of the shoot. Failure to submit scores properly and in a timely fashion will result in the scores not being considered for awards and trophies. The host club will retain one copy, the team coach will retain a copy and the third copy is to be submitted to the Coordinator.

2. Prior to submitting the shoot results, two coaches from two different teams must sign and date the score sheets.

C. Keeping Shoot Records

1. Coaches are required to keep records from all shoots for a minimum of one year. This includes actual squad sheets that were used on the field. [ATA page 12, Section E.]

D. Firing Positions and Shooting Order

1. There will be five firing positions (posts), numbered 1 to 5, left to right, spaced three feet apart and sixteen feet from the baseline at the trap house. [ATA page 13, Para D.1]

2. The referee/scorer shall not throw a target unless all contestants are in the correct positions.

E. Squadding, Squad Leader Responsibilities and Target Observation

[ATA pages 14 – 15]

1. For each squad, the shooter who has been assigned to start on post 1 is designated at the "Squad Leader". If post 1 is empty, the role of Squad Leader passes to the shooter assigned to start on post 2 and so on. The Squad Leader has the following duties:

a. After all squad members are present at their assigned positions on the trap field, the Squad Leader should ascertain that all squad members are ready to begin the sub-event. After doing so, the Squad Leader only may ask that a target(s) be thrown for the squad's observation. For regular 16 yard and Handicap events, the Squad Leader may ask for one (1) target only. For shoot-offs in 16 yard and Handicap events, the Squad Leader may ask for two (2) targets

b. If the target(s) thrown for observation are broken, irregular or illegal, the Squad Leader may ask that another target be thrown. The squad has the right to see a target before commencing a sub-event.

c. The Squad Leader should check and initial the score sheet at the completion of each sub-event.

d. The Squad Leader shall have the responsibility to carry the score sheet, on which more than one sub-event is recorded, from trap to trap until completion of the event.

2. During a sub-event, if there is a delay due to trap or gun malfunction, the contestant in turn may ask to see a target thrown before he/she resumes shooting.

3. Should a trap be throwing targets that, although not necessarily illegal, appreciably vary from trap to trap, any shooter may request that management

reset the trap even though prior squads have shot. The final decision as to whether or not a trap is to be reset will be made only by the shoot management.

4. During a sub-event, if a contestant is subjected to a single no target event, the contestant shall have the right to see a legal target and adjust the voice release mechanism (if present) before shooting resumes.

5. It is illegal for more than five (5) shooters to be in a squad.

F. Shoot-offs [ATA page 15]

1. Shoot-offs shall be considered and interpreted the same as registered events and all applicable ATA Rules shall apply unless mutually agreed upon by all contestants. The management of a tournament may rule that ties shall be carried over to the first (or more if needed) sub-event of the next like event.

2. All ties whenever possible shall be shot off and in such a manner, as shoot management shall designate. Unless otherwise specified by the management, ties on single target events shall be shot off in 25 target events. It is strongly recommended that the following format be utilized during a shoot-off: From the 16-yard line, each shooter shall fire two rounds from each of the five shooting posts followed by three rounds from each position from the 19-yard line.

3. When attempting to settle a team tie, a score shot by an individual during a shoot-off for an individual trophy cannot be used as part of a score to determine a tie for a team trophy. Team shoot-offs should be conducted using the same shooting sequence as individual shoot-offs, ideally with the affected teams shooting simultaneously on separate fields.

4. When squadding shooters for shoot-offs, the shooting order shall be the order in which they shot in the last event involved. There will be no substitutions to a squad for the purposes of a shoot-off. In the event of a missing squad member, the affected team will forfeit their involvement in the shoot-off.

5. The following method shall be used for rotation of shooters: Starting posts to be used shall be as follows except where handicap yardage makes it unsafe.

If 1 shooter – post number 2.

If 2 shooters – post numbers 2 and 4.

If 3 shooters – post numbers 2, 3 and 4.

If 4 shooters – post numbers 2,3,4 and 5.

If 5 shooters – post numbers 1,2,3,4 and 5.

If more than 5 shooters are involved in the tie, they shall be divided as equally as possible into two or more squads as directed by the management.

In subsequent shoot-offs the post shall be rotated in a clockwise manner, with the shooter from post 1 advancing to post 2 and the shooter from post 5 rotating to post 1 or to the post dictated by the number of shooters remaining, but always in a clockwise rotation.

6. It is recommended that shooters involved in shoot-offs be given no more than three five minute calls to report for a shoot-off. First call, second call and final call.

H. Safety

1. It is the shooter's responsibility and shoot management's responsibility to conduct a shoot in a reasonable and safe manner.

2. It is the shoot management's responsibility to remove any competitor who is conducting himself/herself in an unsafe manner. (Repeat violators should be reported to the Rules Committee for further action.)

3. Each trap house shall be equipped with a flag or other warning device to warn of any person(s) exiting from the trap house. There will be NO pointing of guns downrange when the warning flag is visible.

4. All guns must have the action opened and contain no live or empty shells at any time, except while the shooter is on the firing line. A break open gun's action may be closed when it is in a gun rack but it shall not contain a live or empty shell.

5. As a safety precaution, test shots will not be permitted under any circumstances.

6. A contestant shall place a live shell in his/her gun only when on a post facing the traps. In Singles or Handicap shooting he/she may place only one live shell in his/her gun at a time and must remove it or the empty shell before moving from one post to another. In changing from one post to another, the shooter shall not walk in front of the other competitors. Additionally, when moving from post to post, the muzzle of the gun must be pointed downward with the action open and empty. The shooter will turn to his/her right and move to the next post.

7. A contestant may hold his/her gun in any safe position when it is his/her turn to shoot. The contestant must in no manner interfere with the preceding shooter by raising his/her gun to point or otherwise create an observable distraction. (ATA page 18, Para 14.)

8. All guns used by contestants MUST be equipped, fitted and utilized as to not to eject empty shells onto the ground. Failure to comply will result in a warning for the first violation and disqualification for subsequent violations.

9. No competitor is to use a toe pad or rest the barrel of their shotgun on any part of their foot. Any violation of this rule will be grounds for **disqualification of the entire squad** from the event.

10. All persons including competitors, referees/scorers and trap personnel must wear appropriate eye and hearing protection while on the trap field. Failure to comply may result in disqualification. [ATA Rules, page 18, Para. 16]

11. All shoots must have a designated safety director. There shall be no less than two safety monitors per trap field per round. These safety monitors are not to act in any fashion to be interpreted as coaching the contestants while serving in this capacity.

12. All spectators and coaches [unless serving as safety monitor] must remain behind the 27-yard line.

13. Coaches are required to brief their team on safety procedures prior to each event.

14. In the event of a gun malfunction, failure to fire or jam, the gun is to remain pointed downrange. If the contestant cannot clear the malfunction, he/she shall raise their trigger hand to request assistance.

15. Safety violations must be reported to the Rules Committee by the Coach of the host school. Repeat offender(s) of these Official Rules will be given a 30-day suspension upon a second violation of these Rules; a third violation will result in a 90-day suspension; and further violations will be reviewed by the Rules Committee for further disciplinary action.

Section IV Official Scoring

A. Procedure

1. The official score is the record kept by the referee/scorer on a sheet furnished by the shoot management. The referee's/scorer's decision on whether a target is dead or lost is final, subject to review only by the shoot committee or governing body. The score sheet shall show the scores earned in the event.

2. The referee/scorer shall keep an accurate record of each score of each contestant. If he/she rules "DEAD" or "LOST", the referee/scorer shall promptly mark / or X for "DEAD" or 0 for "LOST" on the score sheet. Any target scored other than clearly with /, X and 0, or which appears to be scored with both an X and 0, shall be "LOST", unless the word "DEAD" is clearly printed beside it. The scores of the competition shall be official and govern all awards and records of the competition. [ATA Page 28, para. 2]

3. The referee/scorer shall distinctly announce, "Lost" when the target is missed and "No Target" when no target is thrown or a target is thrown broken.

4. When the scorer calls "No Target" for any contestant, the next contestant shall not shoot until the first shooter has shot and the scorer has ruled "Dead" or "Lost."

5. It is the duty of the referee/scorer to see that the shooters change posts at the proper time; however, any targets shot after failure to move at the proper time shall be scored.

6. Inadvertently skipped posts. A shooter is required to shoot the requisite number of targets from each post. If a shooter inadvertently skips a post he/she or any member of the squad shall not be deemed to be out of turn but will be required to shoot the specified number of targets from the skipped post. While the shooter is shooting the skipped post the remainder of the squad will remain behind the trap line and will not proceed to the next trap.

7. To preserve the harmony of the competition, no member of a squad shall move toward the next post or leave the field until the squad member who is last has fired his/her final shot of the current post's specified number of targets.

8. The official score must be kept on the score sheet in plain view of the contestants.

9. It is an error if the referee/scorer fails to properly mark the results of any shot in the section of the score sheet where the results should be recorded. In such cases it is the duty of that contestant to have any error corrected before he/she has fired the first shot at the next post or in the case of his/her last post before leaving the trap. If the shooter fails to have a score corrected, the re-

corded score(s) shall remain unchanged and no valid protest will be entertained.
[ATA page 29]

10. Every contestant in a squad shall be permitted to examine his/her score before the sheet is sent to the bulletin board or cashier's office. The score sheet should be checked, confirmed and initialed by the Squad Leader. The Squad Leader is encouraged to verify that any targets changed during the round are correctly noted as either dead or lost. After the completion of the last sub-event the score sheet will be handled as directed by shoot management.

11. Errors in the recorded details of the official score can only be corrected in strict accordance with the aforementioned Rules, but an error in totaling or compilation of targets shall be corrected whenever the error is discovered. Shoot management must correct scores recorded in error by field personnel as a result of misapplication of the Rules.

12. Any protest concerning a score or scores must be made before or immediately after the close of the competition to which such scores relate. A valid protest may only be made by a contestant who competed in the event. The affected contestant shall bring the issue to the attention of their coach who will address the situation with shoot management. If no formal protests are filed, the scores shall be considered final at the close of the event.

B. Broken or Dead Target

A target (called "Dead") is one that is fired upon and has a visible broken piece from it, or one that is completely reduced to dust. The referee/scorer shall record a target dead when it is broken in the air.

C. Lost Target

The referee/scorer shall rule, "LOST":

1. When the contestant fires and fails to break the target whether missed completely or when only dust falls from it. A "Dusted Target," is a target from which there is a puff of dust, but no perceptible piece is seen; it is not a dead target; or
2. When a whole target appears promptly after a contestant's recognizable command and is within the legal limits of flight and the contestant voluntarily does not fire; or
3. When an illegal target, a freak target, or a target of a markedly different color is fired at and missed. A contestant may refuse illegal, freak or off-colored targets, but if he/she fires at the target the result must be scored; or
4. When a contestant voluntarily withdraws from, or is otherwise disqualified, and takes no further part in a sub-event after having fired at one or more targets of a sub-event and does not fire at all the targets in the sub-event, the referee/scorer shall rule all targets not fired upon "LOST" targets and they shall be scored and reported accordingly. When the shooter is prevented by reasons beyond his/her control from completing a sub-event, the scores for that partial sub-event shall not be recorded or reported; or
5. When a score sheet is delivered to the office with one or more targets that are not properly scored either "DEAD" or "LOST," they shall be scored as "LOST" targets by shoot management; or
6. When a commonly called 'soft load' occurs, and the shot is fired but no part of the over powder wad or shot remains in the barrel and the target is missed. A soft load where the over powder wad or shot remains in the barrel shall be deemed a "Failure to Fire" and the "Failure to Fire" Rules apply.

D. Failure to Fire

The following procedure shall be followed in all tournaments:

1. A contestant shall be allowed two failures to fire in Singles and Handicap events, for any reason other than stated in Paragraph C., 2. above, during each sub-event regardless of the length of the sub-event. When the first or second allowable Failure to Fire in any sub-event occurs, the contestant shall be allowed to call for and fire at another target, and the result of the shot will be scored in accordance with these Official Rules. During shoot-offs, shooters will be allowed one Failure to Fire in each 25 target event. [ATA page 30, D1.]

E. No Target

The referee/scorer shall rule "NO TARGET" and allow another target(s) in the following instances:

1. When an allowable "Failure to Fire" as described above occurs.
2. In single target events when the target is thrown broken, regardless if the result of any shot fired.
3. When a whole target appears on the call of the shooter along with target debris.
4. When a contestant shoots out of turn. All contestants must shoot in regular order or sequence according to his or her position in the squad. A contestant who does not shoot in regular order is 'out of turn' and the results are not scored.
5. When two contestants fire at the same target.
6. When the trap is sprung without any call pull, or when it is sprung at any material interval of time before or after the call of the contestant, provided the contestant does not fire. If the contestant fires, the result must be scored.
7. When two targets are thrown at the same time in single target events regardless of whether the contestant fires.
8. When an 'illegal' target is thrown, which is a target that is not within the prescribed angle or height limits for single target shooting, or what is known as a 'flipper' or 'freak' target is thrown, which is a target that may have slipped out of

the carrier of the trap or one not properly placed on the trap, provided the contestant does not fire at it. If the contestant fires, the result must be scored.

9. When a target whose color is markedly different from that of the others is thrown, and the contestant does not fire. If the contestant fires, the result must be scored.

10. When firing, the contestant's feet must be behind the firing mark at 16-yards, or behind the mark for the handicap yard line.

Section V

Standards for Trap houses, Targets, Target Setting, Guns and Ammunition [ATA pages 47-50]

A. TRAP MACHINE

A trap machine, which throws targets at an unknown angle, shall be used. All trap machines used to throw ATA registered targets shall be so manufactured, modified, or equipped as to interrupt irregularly the oscillation of the trap or otherwise assure the unpredictability of the flight of substantially all targets thrown. Each gun club that throws ATA registered targets must have on file in the ATA main offices a signed Affidavit that the trap machines used to throw registered targets meet the requirements of this rule. The State/Provincial ATA Delegate is responsible for the enforcement of this Rule.

B. TRAPHOUSES

Traphouses must adequately protect the trap loaders and shall not be higher than necessary for that purpose. It is recommended that 48 traphouses constructed after September 1, 2003 shall conform to the following specifications:

1. Length not less than 7 feet, 6 inches, nor more than 9 feet, 6 inches.
 2. Width not less than 7 feet, 6 inches, nor more than 9 feet, 6 inches.
 3. Height not less than 2 feet, 2 inches, nor more than 3 feet, 0 inches, the height to be measured from the plane of the number 3 shooting position.
- It is recommended that the throwing surface (throwing arm or plate) of the trap machine be on the same level as that of Post 3 and the target height setting pad.

C. POSTS

The posts shall be 3 yards apart on the circumference of a circle whose radius is 16 yards. Handicap posts, when used, shall be prolongations of the lines

given in Diagram II (p. 56), commonly known as fan shaped. The distance between posts at 16-yards shall then be 3 yards.

D. TARGETS

No target shall measure more than four and five-sixteenths ($4 \frac{5}{16}$) inches in diameter, and not more than one and one-eighth ($1 \frac{1}{8}$) inches in height. A target shall not weigh less than 95 grams or more than 105 grams with an allowable variation of plus or minus 5 grams per target lot. A target lot is defined as all targets with the same production lot number.

E. Flights and Angles

Singles targets shall be thrown not less than 49 yards nor more than 51 yards. Distance measurements are on level ground in still air. Targets shall be between 8 feet and 10 feet high, when 10 yards from Point B. The recommended height is 9 or $9 \frac{1}{2}$ feet. The height at a point 10 yards from Point B is to be understood to mean height above an imaginary horizontal straight line drawn through the post and Point B. (See Diagram I)

Target height may also be set based on the height of the target at ten yards as measured above the level of the trap arm in the house rather than the height as measured from the number 3 shooting station. This is the recommended procedure at facilities where the installation of traps in the houses is inconsistent as to height.

Point B is defined as the intersection of a line measured 1 foot 6 inches or 2 feet 6 inches from the outside vertical wall (farthest from the shooting stations) of the trap house and the centerline of the trap house. Please review Diagram II on page 56. Clubs constructing new trap house and fields should use the same point B measurement as their existing fields to keep all fields as consistent as possible.

In Singles shooting the trap shall be so adjusted that within the normal distribution of angles as thrown by the trap, the right angle shall not be less than 17 degrees measured to the right of center (3BF), and not less than 17 degrees measured to the left of center (3BF), with a total angle between outside target limits of not less than 34 degrees. (See Diagram I) Under no circumstances shall a Standard Model 1524 trap be set in less than the #2 hole. Any other trap machine shall be adjusted so as to throw not less than equivalent angles. Where terrain allows, a visible stake may be placed on the centerline of the trap on the arc of a circle that has a radius of 50 yards and its center is Point B (Point F, Diagram I).

To help in determining legal angles, stakes may be placed on the arc of a circle that has a radius of 50 yards and its center is Point B. One stake should be placed where a line drawn through Point A and Point B intersects this arc and another stake placed where a line drawn through Point C and Point B intersects the arc. These lines and stakes will assist in determining the required angles, but it is to be understood that the angle specifications apply when the target is from 15 yards to 20 yards from the trap rather than where the target strikes the ground. However, no target is to be declared illegal unless it is significantly outside normal parameters (e.g., more than 10 degrees outside normal). In doubles shooting, targets shall be thrown not less than 44 yards nor more than 51 yards. Distance measurements are on level ground in still air. Targets shall be between 8 feet and 12 feet high, when 10 yards from Point B. The recommended height is 9 or 9 1/2 feet. The height at a point 10 yards from Point B is to be understood to mean height above an imaginary horizontal straight line drawn through the post and Point B. (See Diagram I). The trap shall be adjusted so the angle of target spread is not less than 34 degrees. Target height may also be set based on the height of the target at ten yards as measured above the level of the trap arm in the house rather than the height as measured from the number 3 shooting station.

The 17 degree angle will appear to be a straight-away from a point 3 1/2 feet to the right of post 1; the 17 degree angle will appear to be a straight-away from a point 3 1/2 feet to the left of post 5. This 17 degree angle refers to the flight line of the target from the house to 15 or 20 yards out and can be used for singles, handicap, and doubles targets.

F. Guns and Ammunition

Any shooter violating any of these Rules shall be disqualified from competition in accordance with these Rules. Any such violator shall be referred to the Executive Committee for possible further disciplinary action.

A contestant cannot use:

1. A gun with a chamber larger than 12 gauge. Guns of smaller gauges are permissible in registered and tournament shooting, but no competitive consideration shall be given in recognition of that fact. A contestant may not use a gun capable of chambering more than one gauge of shells at the same time. For example, chambering 12 gauge and 20 gauge shells in the same gun at the same time is prohibited.

2. Loads that contain nickel or copper coated shot to tracer loads. However, the use of lead, steel, bismuth or other composite non-toxic shot materials shall

be allowed. Any gun club allowing shot materials described in this Rule, other than lead, shall be required to cover or shield all hard surfaces on trap fields which are known, or reasonably believed, to cause pellet ricochet with material which will prevent the shot pellets from rebounding and/or ricocheting.

3. Any load with a velocity greater than 1290 FPS [Feet Per Second] with a maximum charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum charge of 7/8 ounces, as measured in any individual shot shell. These velocities are maximum and no individual shot shell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used. Shot charges are maximum and no charge may exceed the charge amount by more than 3%.

4. Any shell with black powder.

5. Shoot management, IHSCTA official(s) or any contestant may challenge the load of any other contestant. Any challenge shall be initiated so as to not disrupt the harmony of the shoot or interfere with other contestants not involved with the challenge. On receipt of a challenge management or IHSCTA official(s) shall obtain a shell or shells from the challenged party, and if after examination, management or IHSCTA official(s) find the contestant violated the IHSCTA rule, he/she may be disqualified. Any such initiated challenges, determined to be abusive in nature, will be referred to the IHSCTA Executive Committee for disciplinary action.

6. Due to liability reasons, factory ammunition shall be required for all competitions.

7. Use of a hammer-action shotgun is strongly discouraged.